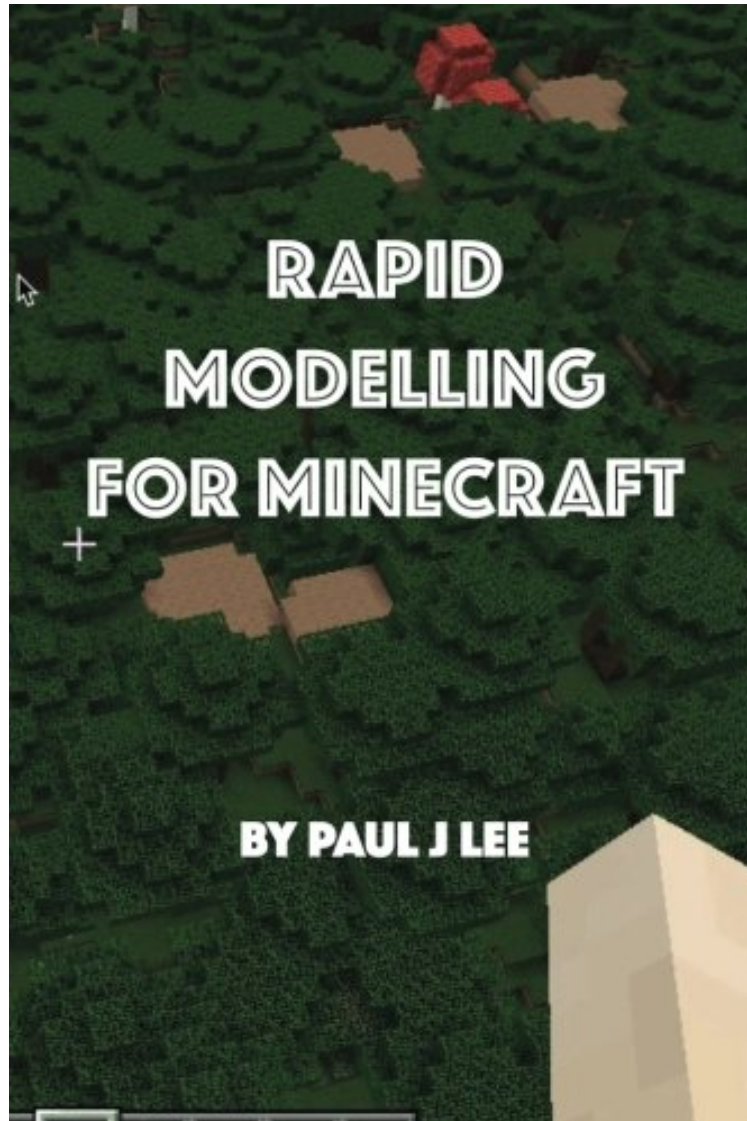


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Rapid Modelling for Minecraft (Minecraft Modeling)

Paul J Lee

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Paul J Lee : Rapid Modelling for Minecraft (Minecraft Modeling) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Rapid Modelling for Minecraft (Minecraft Modeling):

1 of 1 people found the following review helpful. Rapid Modeling for Minecraft(TM): How to get your model into Minecraft (Minecraft Modeling) (Volume 1) is an excellent book By Customer Rapid Modeling for Minecraft(TM): How to get your model into Minecraft (Minecraft Modeling) (Volume 1) is an excellent book. It is really easy to follow with step by step instructions and diagrams. The book really opens up minecraft by allowing you to bring your designs into minecraft. It is excellent value any budding designer or person that loves minecraft would love tis book

!!!1 of 1 people found the following review helpful. It is an amazing read and really helpful I would recommend it to ...By Shane CollinsIt is an amazing read and really helpful I would recommend it to anyone who wants to improve their server or world. :D0 of 0 people found the following review helpful. This book helps you to import all your favorite Sketchup models in MinecraftBy BarkilphedroThis book helps you to import all your favorite Sketchup models in Minecraft. It provides a complete step by step method stretching all the possible issues.Great work and great value!

Minecraft (TM) is the most popular kids gaming platform in the world. For this book's author, creating new worlds to explore is one of it's most exciting aspects. Paul Lee, (an experienced architect, speaker and 3D modelling evangelist) shows kids how to access popular modeling tools including:SketchUp Tinkercad MCEdit to make building worlds a lot faster and easier than before. Model your own house/ street/ city/ landscape or create shapes and designs that defy definition! Find thousands of objects online and play with them in your virtual world.The first section of the book shows you how to import a giant horse model from a 3D database directly into Minecraft.The second section shows how to recreate a model of the famous Castle NeuschwansteinTools for making 3D models are just about as cool as Minecraft itself. Now kids have incredible opportunities to think about building spaces, relationships between spaces and objects, scale and design decision-making. Paul founded DesignerDojo in 2012 to show kids how to explore modelling technology for free. "Rapid Modelling for Minecraft" represents countless hours of research and experience of working with kids to create a compelling learn-through-play experience. The DesignerDojo website* contains all the companion resources for the book including a detailed step-by-step video guide.Paul's first book, "Construction Documents Using SketchUp Pro LayOut" is a very popular book for builders, technicians, architects and engineers.(*Founded along the principles of CoderDojo, a hugely popular worldwide movement to help kids to learn coding skills.)

From the AuthorThis book represents approximately 3 years of work and research with kids* about the way they interact with 3D modelling and Minecraft. It is gratifying to see how, with the right opportunity "Ninjas**" will not only learn new things, but pull you along with them- if you can keep up.I work with some wonderful kids and parents nearly every Sunday in the year, showing them jaw-droppingly cool new technologies that I wish I had in school and whilst studying for an architecture degree in Dublin. If we had them I reckon we could have cut the course time in half! (don't tell the lecturers that...)My main interest is to make kids aware of their creative power and enable mastery over technology so that they are in control of it. They are no longer consumers of tech- they are creators, engineers, artists, architects, programmers and entrepreneurs.It is becoming increasingly important as we move out of the factory worker age that kids develop their creativity- not that everyone needs to become Picasso- but we need to be flexible in our thinking to tackle problems that will become our everyday tasks- if not our dream job! 3D printing is becoming increasingly important as it creates new solutions for sectors such as medicine to aviation to children's toys. The educational potential for Minecraft is hard to gauge. The ability to create a near fully-immersive virtual environment with self-directed interaction is something humans have never had before. The ability to learn has accelerated- there is less and less "wasted" time in the interactive process, and consequently more time for learning and fun! We can all benefit from this.*I mentor kids as champion of DesignerDojo Cork, Ireland. **"Ninjas" is the term given to kids who participate in DesignerDojo.From the Back CoverThis book shows you how to access some of the awesomest free tools available to make Minecraft modeling even faster more fun... Using a blend of SketchUp, Tinkercad, MCEdit, you can now create incredible new world designs really quickly there are thousands of free models available on the internet! You can now put them to use in your Minecraft worlds. This book works in conjunction with designerdojo.ie - A truly great place to find resources for 3D modeling.About the AuthorPaul Lee graduated as an Architect from Trinity College Dublin in 1996. Having worked in the construction sector for many years, he now works in 3D digital modeling, Building Information Modelling (BIM), product design and education. Founder of the DesignerDojo movement which teaches kids 3D modeling 3D printing for free, Paul has championed the use of free modeling software in the Irish education system. With appearances on TEDx UCC TEDx Tallaght, the Irish Times Technology Section, the Sunday Business Post and RT (Irish national broadcaster), Paul has brought awareness of extraordinary new technologies to a wide audience. In 2008 Paul founded Viewsion Virtual Environments which has brought top level training to many areas of industry including Engineering, Architecture, Product/ Mechanical Innovation and others. His book "Construction Documents using SketchUp Pro" pioneered the use of SketchUp as a fully fledged construction documentation tool as an optional replacement for traditional 2D CAD. Paul has trained hundreds of architects and engineers in advanced SketchUp and 3D printing, as well as publishing video material that has captured more than 250,000+ views worldwide. Paul joined a startup RetailEverywhere as a Co-Founder in 2015, bringing years of experience as a 3D modeller, publisher, designer and communicator to a team with diverse and powerful talents. Paul is now busy helping to make great mobile products and services for retail.